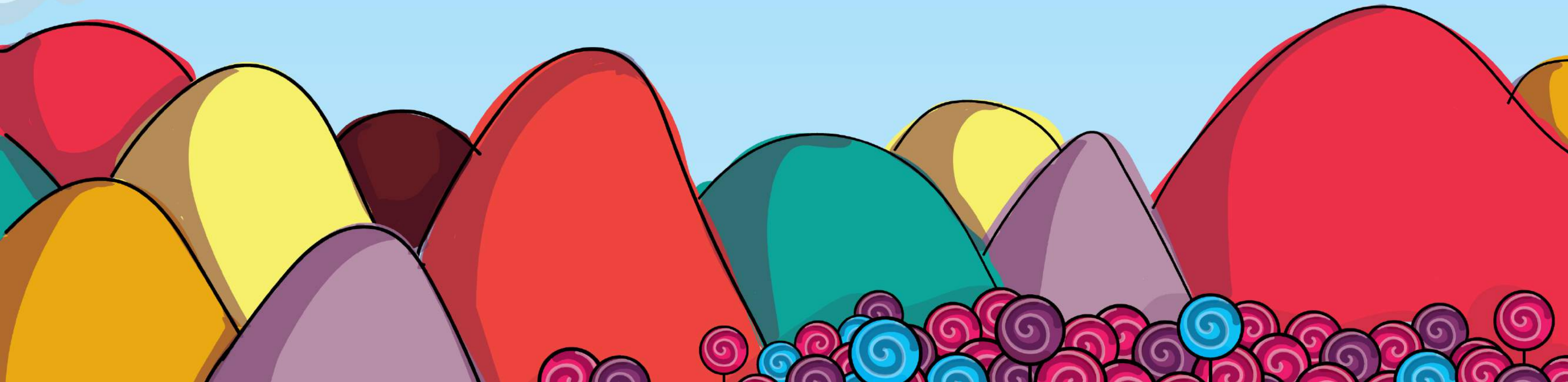




# ADVENTURES

IN WEB ANIMATIONS



# Level 1 – Transitions

## SECTION 3

### **Transitioning Visibility**



# Current Application

---



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## SWEET LANDS

Legitimate Sugary Fun.

### ABOUT THE GAME



Welcome to Sweet Lands — a realm of legitimate sugary fun! As you journey to Frosting Fortress, you'll follow Lemony Brick Road, hop-butterscotch through Chocolate Mounds, and Ice Cream Float across Fruity Fish Sea. But beware of Licorice Twisters and Sugar Substitute Swamp, or you'll be slow as molasses. Hurry now — Frosting Fortress and a lifetime of truly tempting treats await!



# Creating the Form and Overlay

Here is the form we are going to display on button click.

```
<div class='modal-overlay'></div>

<div class='modal'>
  <div class='modal-header'>
    <a class='modal-close'>&times;</a>
    <h3>Purchase Sweet Lands</h3>
  </div>

  <div class='modal-content'>
    <form class='form' action=''>
      ...
    </form>
  </div>
</div>
```

PURCHASE SWEET LANDS

CC Type

Visa

CC Number

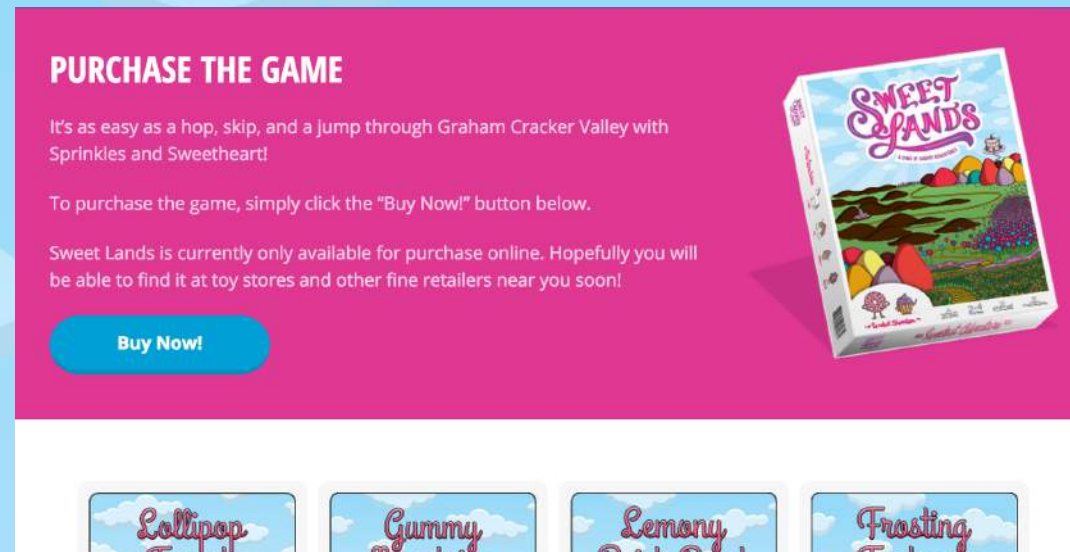
CC Expiration

# Setting the Initial and Active Modal Styles

## Initial Modal State: Hidden

```
.modal,  
.modal-overlay {  
  visibility: hidden;  
  opacity: 0;  
}
```

CSS

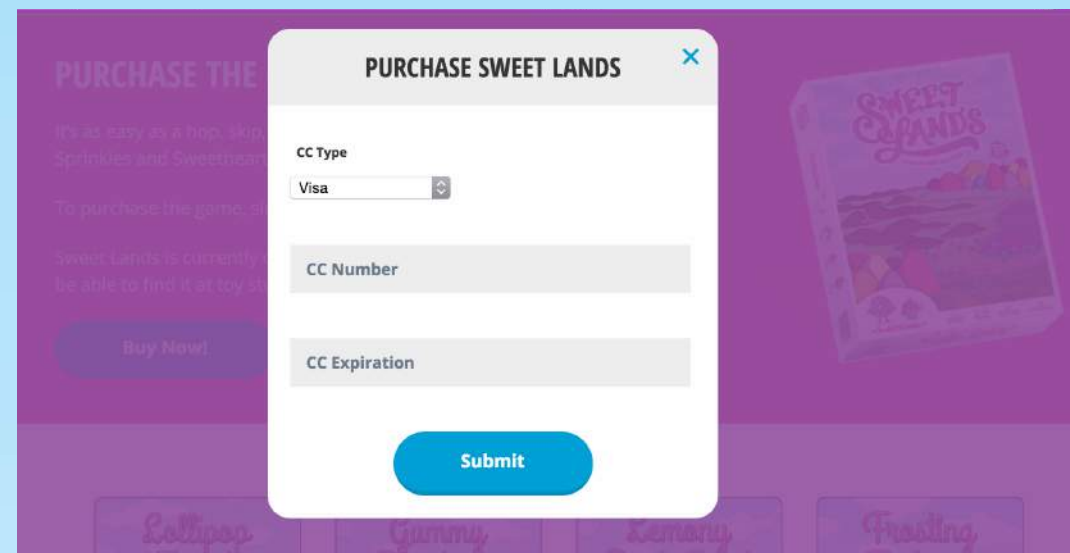


## Active Modal State: Visible

```
.modal.active,  
.modal-overlay.active {  
  opacity: 1;  
  visibility: visible;  
}
```

CSS

.active class is added when  
the button is clicked



# Not All Properties Can Be Transitioned

```
opacity: 0;
```



```
visibility: hidden;
```



Hides element  
— element still  
takes up same  
width/height.

Makes element  
transparent to click events

when transitioning, use these instead of display



```
display: none;
```

Removes element  
from DOM — does  
not transition.

## PURCHASE THE GAME

It's as easy as a hop, skip, and a jump through Graham Cracker Valley with Sprinkles and Sweetheart!

To purchase the game, simply click the "Buy Now!" button below.

Sweet Lands is currently only available for purchase online. Hopefully you will be able to find it at toy stores and other fine retailers near you soon!

Buy Now!



# Transitioning Opacity

On button click, the form and overlay don't simply appear, but transition in nicely!

CSS

```
.modal,  
.modal-overlay {  
  visibility: hidden;  
  opacity: 0;  
  transition: opacity .5s;  
}
```

But why is it disappearing right away? What happened to the fade out?

## PURCHASE THE GAME

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

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**Buy Now!**



# Visibility Is Not Transitioning Out

We need to also transition the visibility property.

```
.modal,  
.modal-overlay {  
  visibility: hidden;  
  opacity: 0;  
  transition: opacity .5s, visibility .5s;  
}
```

CSS

we can also just  
specify all

```
transition: all .5s;
```

## PURCHASE THE GAME

It's as easy as a hop, skip, and a jump through Graham Cracker Valley with Sprinkles and Sweetheart!

To purchase the game, simply click the "Buy Now!" button below.

Sweet Lands is currently only available for purchase online. Hopefully you will be able to find it at toy stores and other fine retailers near you soon!

On Sale \$59





# How Can We Tell If a Property Can Be Transitioned?

Good rule of thumb: Ask, "Does it have a middle transitioning state?"

	start state	transitioning	end state
✓ <b>opacity</b>	0	0.5	1
✗ <b>display</b>	none	no possible middle state	block

what would that even be?  
display: sort-of?

# Properties That Can Be Transitioned

---

background-color	margin-bottom	padding-bottom
background-position	margin-left	padding-left
border-left-color	margin-right	padding-right
border-left-width	margin-top	padding-top
border-spacing	max-height	right
color	max-width	text-indent
font-size	min-height	text-shadow
font-weight	min-width	vertical-align
left	opacity	visibility
letter-spacing	outline-color	word-spacing
line-height	outline-width	z-index

They are not set in stone, so always check the full list of **properties that can be transitioned**:

<http://go.codeschool.com/transitionable-properties>







# ADVENTURES

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